

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1 (currently amended). A gaming device comprising: a first gaming unit configured for operating a primary game thereon, an outcome of said primary game being randomly selected; and a bonus game controller connected to said first gaming unit, said bonus game controller configured for initiating a bonus game upon the occurrence of a predetermined activity associated with said first gaming unit, said bonus game comprising ~~an~~ a Virtual Reality interactive game of skill awarding a bonus in relation to a level of a corresponding physical interaction of a player with said first gaming unit.

Claims 2-9 (canceled).

10 (original). The gaming device of claim 1, further comprising at least one Virtual Reality interaction system connected to said bonus game controller.

11 (previously presented). The gaming device of claim 10, wherein said interactive physical game of skill comprises an interactive computer generated Virtual Reality game accessible to the player using said at least one Virtual Reality interaction system.

12 (original). The gaming device of claim 11, wherein said interactive computer generated Virtual Reality game comprises a hammer strike game having said player striking a computer generated strike receiver using a computer generated striker.

13 (withdrawn). The gaming device of claim 11, wherein said interactive computer generated Virtual Reality game comprises an arm wrestling game having said player arm wrestle a computer generated opponent for receiving a bonus award.

14 (withdrawn). The gaming device of claim 11, wherein said interactive computer generated Virtual Reality game comprises a computer generated shooting game having said player shooting computer generated images for receiving a bonus award.

15 (withdrawn). The gaming device of claim 11, wherein said interactive computer generated Virtual Reality game comprises a computer generated ball game requiring said player to hit computer generated targets with a computer generated ball for receiving a bonus award.

16 (original). The gaming device of claim 1, wherein said predetermined activity comprises a specific predetermined random outcome occurring in said primary wagering game in response to a wager placed on said first gaming unit.

17 (original). The gaming device of claim 1, wherein said predetermined activity comprises a wager of a predetermined value being placed on said first gaming unit.

18 (original). The gaming device of claim 1, wherein said predetermined activity comprises a predetermined number of wagers being placed on said first gaming unit.

19 (previously presented). A gaming device comprising: a gaming unit configured for operating a primary game thereon, an outcome of said primary game being randomly selected; a bonus game controller connected to said gaming unit, said bonus game controller configured for conducting an interactive bonus game upon the occurrence of a predetermined activity associated with said first gaming unit, said bonus game comprising an interactive

computer generated Virtual Reality game of skill awarding a bonus in relation to a level of a corresponding physical interaction of a player; and at least one Virtual Reality interaction system for communicating with said bonus game controller.

20 (original). The gaming device of claim 19, wherein said interactive computer generated Virtual Reality game is accessible to a player using said at least one Virtual Reality interaction system.

21 (original). The gaming device of claim 20, wherein said interactive computer generated Virtual Reality game comprises a hammer strike game having said player striking a computer generated strike receiver using a computer generated striker.

22 (withdrawn). The gaming device of claim 20, wherein said interactive computer generated Virtual Reality game comprises an arm wrestling game having said player arm wrestle a computer generated opponent for receiving a bonus award.

23 (withdrawn). The gaming device of claim 20, wherein said interactive computer generated Virtual Reality game comprises a computer generated shooting game having said player shooting computer generated images for receiving a bonus award.

24 (withdrawn). The gaming device of claim 20, wherein said interactive computer generated Virtual Reality game comprises a computer generated ball game having said player hitting computer generated targets using a computer generated ball for receiving a bonus award.

Claim 25 (canceled).

26 (withdrawn). The gaming device of claim 20, wherein said interactive computer generated Virtual Reality game comprises a racing game having said player participating in a race for receiving a bonus award.

27 (original). The gaming device of claim 19, wherein said predetermined activity comprises a specific predetermined random outcome occurring in said primary wagering game in response to a wager placed on said first gaming unit.

28 (original). The gaming device of claim 19, wherein said predetermined activity comprises a wager of a predetermined value being placed on said first gaming unit.

29 (original). The gaming device of claim 19, wherein said predetermined activity comprises a predetermined number of wagers being placed on said first gaming unit.

30 (currently amended). A gaming system, comprising: a bonus event controller configured for operating a shared Virtual Reality bonus event of skill in response to a bonus event trigger; and a plurality of gaming units for communication with said bonus event controller, each gaming unit configured for operating a primary wagering game thereon and for providing qualifications for participating in said shared Virtual Reality bonus event of skill awarding a bonus in relation to a level of a corresponding physical interaction of a player located thereat.

31 (original). The gaming system of claim 30, wherein each gaming unit comprises a microprocessor for producing a plurality of random outcomes.

32 (original). The gaming system of claim 31, wherein said microprocessor utilizes a random number generator.

33 (original). The gaming system of claim 30, where each gaming unit is configured for providing said qualification for participating in said shared Virtual Reality bonus event in response to a predetermined activity occurring thereat.

34 (original). The gaming system of claim 33, wherein said predetermined activity comprises a specific predetermined random outcome occurring in said primary game in response to a wager placed on a said gaming unit of said plurality.

35 (original). The gaming system of claim 33, wherein each of said gaming units further comprises a bonus game controller for initiating a bonus game upon an occurrence of a predetermined outcome of said primary game.

36 (original). The gaming system of claim 35, wherein said predetermined activity comprises a specific bonus game outcome occurring in said bonus game.

Claims 37-46 (canceled).

47 (currently amended). The gaming system of claim 30 37, wherein each said gaming unit comprises at least one Virtual Reality interaction system operably coupled thereto.

48 (original). The gaming system of claim 47, wherein said interactive skill game comprises an interactive computer generated Virtual Reality game accessible to a player using said at least one Virtual Reality interaction system.

49 (original). The gaming system of claim 48, wherein said interactive computer generated Virtual Reality game comprises a hammer strike game requiring said player to strike a computer generated strike receiver using a computer generated striker.

50 (withdrawn). The gaming system of claim 48, wherein said interactive computer generated Virtual Reality game comprises an arm wrestling game requiring said player to arm wrestle a computer generated opponent.

51 (withdrawn). The gaming system of claim 48, wherein said interactive computer generated Virtual Reality game comprises a computer generated shooting game requiring said player to shoot computer generated images.

52 (withdrawn). The gaming system of claim 48, wherein said interactive computer generated Virtual Reality game comprises a computer generated ball game requiring said player to hit computer generated targets with a computer generated ball.

Claim 53 (cancelled).

54 (original). The gaming system of claim 30, wherein said plurality of gaming units comprises at least one gaming unit located at each of at least two mutually remotely located casinos.

55 (previously presented). The gaming system of claim 30, wherein each of said gaming units includes a device for uniquely identifying the player making a wager at said first gaming unit.

56 (withdrawn). The gaming system of claim 30, wherein said shared Virtual Reality bonus event comprises a racing game.

57 (original). The gaming system of claim 30, wherein said shared Virtual Reality bonus event is configured to enable a number of players to compete against one another to receive bonus awards based upon performance.

58 (original). The gaming system of claim 57, wherein said bonus event controller randomly assigns at least one common game element common to all of said players in said shared Virtual Reality bonus event.

59 (original). The gaming system of claim 57, wherein said bonus event controller randomly assigns at least one individual game element individually to each of said players in said shared Virtual Reality bonus event.

60 (original). The gaming system of claim 59, wherein each of said players is enabled to alter said at least one individual game element in exchange for tendering one or more credits.

61 (original). The gaming system of claim 30, wherein said bonus event controller comprises a bonus event computer.

62 (original). The gaming system of claim 30, wherein said shared Virtual Reality bonus event is conducted using a plurality of Virtual Reality interaction systems.

63 (previously presented). The gaming system of claim 62, wherein each Virtual Reality interaction system of said plurality of Virtual Reality interaction systems is operably coupled to one of said gaming units.

64 (previously presented). The gaming system of claim 62, wherein said plurality of Virtual Reality interaction systems is located at a shared bonus event location that is separate from said plurality of gaming units.

65 (original). The gaming system of claim 30, wherein said bonus event trigger comprises a specific predetermined random outcome occurring in response to a wager placed on any of said gaming units.

66 (previously presented). The gaming system of claim 30, wherein said bonus event trigger comprises a predetermined number or frequency of wagers being placed on said plurality of gaming units.

67 (original). The gaming system of claim 30, wherein said bonus event trigger comprises a passing of a fixed amount of time.

68 (previously presented). The gaming system of claim 30, wherein the player at one of said plurality of first gaming units may decline an opportunity to participate in a shared bonus event.

69 (previously presented). The gaming system of claim 30, wherein the player obtaining an additional qualification to participate in said shared bonus event is qualified to participate in a second occurrence of shared bonus event.

70 (previously presented). The gaming system of claim 32, wherein the player may retain said qualification to participate in a shared bonus event upon ceasing a session of play and participate in a later occurrence of a shared bonus event upon returning and initiating a subsequent session of play.

Claims 71-89 (canceled)

90 (previously presented). A method of playing a game of chance, comprising: placing a wager with a gaming machine for generating a series of random outcomes in a primary game; and qualifying for participating in a shared Virtual Reality bonus event upon an occurrence of a predetermined activity on said gaming machine; and participating in a shared Virtual Reality bonus event of skill for receiving a bonus event award in relation to a level of a corresponding physical interaction of a player when qualified to participate in said shared Virtual Reality bonus event.

91 (original). The method of claim 90, wherein said predetermined activity comprises a predetermined random outcome occurring in said primary game in response to said wager placed on said gaming machine.

92 (original). The method of claim 90, wherein said gaming machine further comprises a bonus game controller configured for initiating a bonus game upon an occurrence of a predetermined random outcome of said primary game.

93 (original). The method of claim 92, wherein said predetermined activity comprises participating in said bonus game and earning a bonus event award in said bonus game.

94 (original). The method of claim 93, wherein said bonus game comprises an interactive skill game having an interaction with said gaming machine.

Claims 95-103 (canceled).

104 (original). The method of claim 94, wherein said gaming machine comprises at least one Virtual Reality interaction system connected thereto.

105 (original). The method of claim 104, wherein said interactive skill game comprises an interactive computer generated Virtual Reality game accessible using said at least one Virtual Reality interaction system.

106 (original). The method of claim 105, wherein said interactive computer generated Virtual Reality game comprises striking a computer generated strike receiver with a computer generated striker.

107 (withdrawn). The method of claim 105, wherein said interactive computer generated Virtual Reality game comprises arm wrestling computer generated opponent.

108 (withdrawn). The method of claim 105, wherein said interactive computer generated Virtual Reality game comprises shooting computer generated images using a computer generated gun.

109 (withdrawn). The method of claim 105, wherein said interactive computer generated Virtual Reality game comprises hitting computer generated targets by throwing a computer generated ball.

Claim 110 (cancelled).

111 (original). The method of claim 90, wherein said shared Virtual Reality bonus event comprises a racing game.

112 (original). The method of claim 90, wherein said shared Virtual Reality bonus event requires competing against other players to receive a bonus event award.

113 (original). The method of claim 112, wherein said shared Virtual Reality bonus event comprises at least one common game element randomly assigned in common to all players in said shared Virtual Reality bonus event.

114 (original). The method of claim 112, wherein said shared Virtual Reality bonus event comprises at least one individual game element randomly assigned individually to each of said players in said shared Virtual Reality bonus event.

115 (original). The method of claim 114, further comprising altering said at least one individual game element in exchange for one or more credits.

116 (new). The gaming device of claim 1, wherein the Virtual Reality interactive game of skill is a shared Virtual Reality bonus game of skill.

117 (new). The gaming device of claim 1, the Virtual Reality game of skill is an immersive Virtual Reality game of skill, wherein the player is isolated from a surrounding environment and provided a replacement sensory input.

118 (new). The gaming device of claim 19, wherein the interactive computer generated Virtual Reality game of skill is a shared Virtual Reality bonus game of skill.

119 (new). The gaming device of claim 19, wherein the interactive computer generated Virtual Reality game of skill is an immersive Virtual Reality game of skill, wherein the player is isolated from a surrounding environment and provided a replacement sensory input.

120 (new). The gaming system of claim 30, wherein the shared Virtual Reality bonus event is an immersive Virtual Reality bonus event, wherein the player is isolated from a surrounding environment and provided a replacement sensory input.

121 (new). The method of claim 90, wherein participating in the shared Virtual Reality bonus event further comprises isolating the player from a surrounding environment and providing a replacement sensory input.